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An Argus Specialist Publication

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Computing WEEKLY

45p



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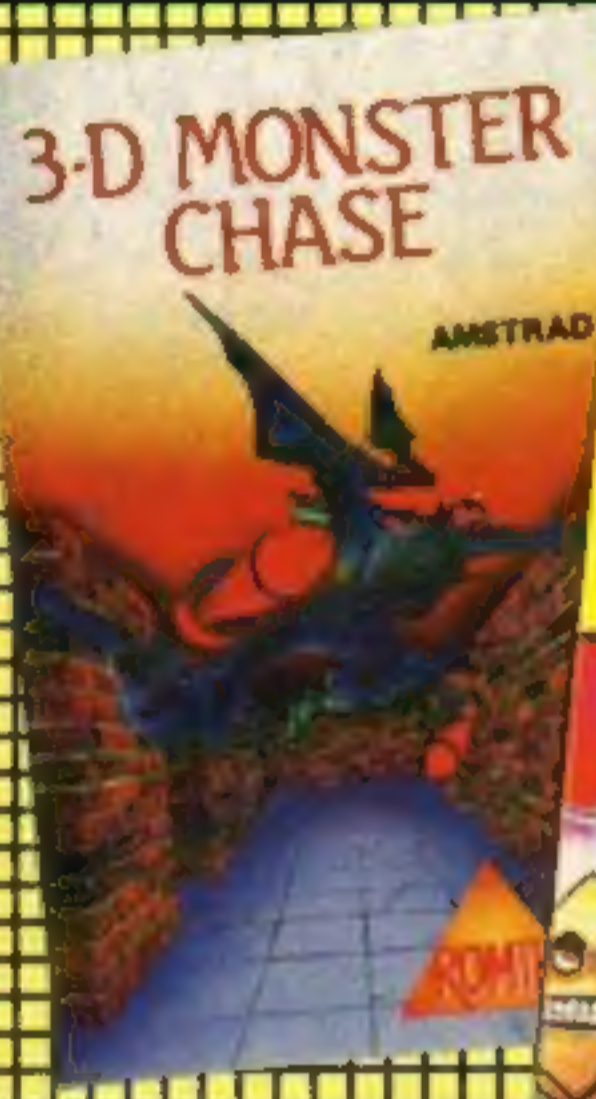
100 posters and games must be won

Four pages of reviews for:
Spectrum, BBC/Electron, Dragon, Amstrad, TI-99/4A

Score a hat-trick with our Dragon game

Spectrum program Snakes alive!

Plus: news, your letters, charts, U.S. Scene...



CBM speech unit

Currah, which brought you the CTA award-winning Micro-Speech for the Spectrum, has now released Speech 64 for the Commodore 64.

Costing £29.95, and available in the shops and by mail order, the speech synthesiser is a small unit which plugs into the back of the Commodore, with only one wire. The unit makes use of allophones, that is it uses individual speech sounds rather than recognising only a fixed vocabulary. It builds up words through sounds rather as you did when you first learnt to read.

Because of this feature it has, in theory, unlimited vocabulary. Sound is generated through the TV receiver and the design means that the system doesn't
Continued on page 5

Fuller bought up

Fuller Micro Systems, makers of Spectrum add-ons, has been sold after financial problems which left Fuller with debts of £100,000. Nordic is the company which bought up Fuller, and the company will retain Fuller's name.

Roy Backhouse, managing director of Fuller, now redundant together with 11 of the 12-strong staff, believes it need never have happened.

According to Mr Fuller, a magazine company applied for a winding-up order as a result of a £3,000 debt. The petition was thrown out because the wrong company was named in the suit — Duller Designs instead of Fuller — but the action served to sap confidence at the same time as an £80,000 loan under the small firms guarantee scheme was going through.

Mr Backhouse said this loan was to finance production for Christmas sales and that the £100,000 debt incurred was a normal operating balance.

By this time, banks were particularly wary over computer companies, particularly since the demise of
Continued on page 5

IMAGIC

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in
AUTOMANIA

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Now he's a dream
of a
WALLY in
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Readers: we welcome your programs, articles and tips.

Software houses: send your software for review to the editor at the address below. And contact him for competitions and other promotions too

**HOME COMPUTING
WEEKLY
BRITAIN'S BRIGHTEST**

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Frank N Stein 48K Spectrum £5.95

PSS, 452 Stoney Stanton Road,
Coventry CV6 5DG

Using a variety of joysticks or the keyboard, you navigate Dr Frank around various floors collecting bits of body in the correct order, and these are transferred to an animating machine. When you've got the lot and reached the switch, the monster comes to life and you enter the next screen.

This has a different format where your task is to dodge the various animated crabs, lobsters and wheels to reach the next sheet, where you have to assemble the next monster.

The graphics are excellent, particularly Dr Frank, as he slips and slides on various patches of

ice which occasionally appear. In fact, these animated graphics are superior to Manic Miner, which it strongly resembles, but the plot is better.

There is an incredible variety, not only does the ice slow your progress, but also you have to contend with electric shocks which produce startling effects.

The author has limited areas from which you can jump, so you need a good sense of timing, and a logical approach to each sheet. Very impressive, addictive and enjoyable; it even exercises your brain! **D.M.**

instructions	none supplied
playability	100%
graphics	100%
value for money	100%



Uncle Claude 32K BBC £7.95

Alligata, 1 Orange St, Sheffield
S1 4DW

Does the title remind you of someone? Does the description 'head of an electronics conglomerate' confirm that idea? Here we have a game featuring Uncle Claude himself; how appropriate that this is for an Acorn machine.

This is a game of worker against boss, capitalism against socialism but it really is an arcade style game too. You are Micro Micky or Electro Freddy, depending whether you read the cover or the screen and your job is to ship as many goods out of the factory as possible, by pushing them on to the conveyor belt, before he catches you.

The reason for all this activity

is that Uncle Claude has decided to put up prices to get more profit and this may lead to job losses.

I cannot really enthuse about this game because so much of it is old hat; even the main character is a direct copy from another game by the same author. I would also like to be able to select the level I start on, a glaring omission in a slightly above average game. **D.C.**

instructions	75%
playability	60%
graphics	65%
value for money	50%



Stickman Olympics 48K Spectrum £5.50

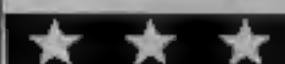
Avlon Computing, 14 Cliff Rd,
Hornsea, N Humberside HU18
1LL

The title inspired low expectations but the familiar skyline, spectator section and event layout are well-designed and atmospheric. Your own and competitor's time and distances are displayed during the seven field and track events. Little marshals jump out with good or bad jump flags, the medal winners names are put up, your own if successful, with an updated total medal table. Even national anthems have that 'unfamiliar foreign band' sound. The layout forces a one space hero, so a stickman is acceptable.

Keys I and O in rhythm produce movement, but respond erratically — hard on keyboard and fingers. At best, movement is jerky. The BASIC program reveals so many IF's that it's a wonder he moves at all. A 1500 metre event, was originally planned.

This program needs more work: machine code could speed up animation and response, instead of jumping it should scroll screens, and pole vault should be debugged. Better quality tape (it took me nine attempts to load), fuller instructions and a name and address somewhere would not go amiss. I think that polishing the program ran second to catching the market here. **D.C.**

instructions	50%
playability	50%
graphics	65%
value for money	50%



Arcade action

Here's a bundle of new arcade
fun to test your speed and
skill

Birds of Prey Electron £6.99

Romik, 272 Argyll Ave, Slough,
Berks

I had hoped this sort of game had disappeared now that the Electron is nearing its firm birthday but alas no. This is a simple copy of the swooping invader type of game and whilst I'm sure that there are fans of such games who might want to buy the game for their Electron I cannot really recommend this version.

The aim is to destroy as many of the swooping birds as possible but every time you clear a sheet there is another wave to defeat. The birds have the obligatory waving wings but apart from that

they might as well be called flying blobs.

The animation is smooth and the screen appearance is probably its best feature but in no way does it use the sophisticated graphics and sound that this machine can support. To be fair to the company they do include a 'screen shot' so you can't claim to be surprised if you don't like it. Died in the wool arcade alien bashers might like this sort of game but it is thoroughly unremarkable in almost every way. **D.C.**

instructions	65%
playability	65%
graphics	65%
value for money	65%



Jump 48K Spectrum £5.99

Unique, 16 Thorney Lane South,
Iver, Bucks

This ought to be called Climb because it features a cleverly animated, large character crawling up the face of what appears to be an interminable sky-scraper. You control each arm and leg with a separate key, no mean feat in itself!

As if this isn't difficult enough, the blinds keep closing on his fingers causing him to slide down again, and a man keeps appearing at windows emptying revolting looking substances upon his head. The aim is to reach the top of the building.

Strangely, the "blurb" says that the building is occupied by mad apes, who are emptying plantpots on him, but I know an ape when I see one, and these aren't apes! Similarly, the plantpots aren't plantpots, but I'll leave the rest to your imagination!

Graphically, the game is clever, though it can be upset by illegal key presses, and although the screen is well executed, and scrolls smoothly, it becomes very monotonous to watch. In the end, I couldn't summon up the enthusiasm to carry on. If, however, you like the idea, then you may fare better. **D.M.**

instructions	95%
playability	75%
graphics	95%
value for money	75%



Fuller

From front page

Imagine, leaving debts of £1m. Mr Backhouse, who owned 95 per cent of Fuller, said: "I had no alternative but to call a creditors meeting. I feel bitter about the whole thing."

Fuller owed money to an associated company and Nordic partner John Gray said: "I want to get back some of the money I've lost."

Nordic has hired just one of Fuller's staff and has started business from an industrial estate just outside Liverpool. Plans for improvement include altering the top of the range FDS keyboard slightly, and moving power input from the back to the side for greater convenience.

Nordic is also working on the design for a new Spectrum keyboard. However, both John Gray and Roy Backhouse think that the market for Spectrum add-ons is tailing off, and may only last for one more Christmas.

Mr Backhouse said: "I don't think the Spectrum will be here by Christmas 1985. I feel that the market is moving up-market. Perhaps the writing is on the wall for Sinclair to produce a super Spectrum?"

Nordic is continuing Fuller's entire range, including sound amplifier, sound and voice synthesisers and keyboard range.

CBM

From front page

use any of the Commodore 64 operating system.

Speech 64 has two voices, one in a low register, and one in a high. There is also the possibility for added intonation, so that the low voice can be pitched higher, and vice versa.

Speech 64 allows you to command the unit by typing SAY to say anything in plain English text. Use the KON and KOFF command to control the "voicing" of keys as they are pressed.

Currah claims that speech will be widely available on games for the Commodore 64 by Christmas. According to Currah, Anirog will be releasing PC Fuzz with speech and many other software houses are interested in the unit to add an extra dimension to their games.

Currah is intending to market this synthesiser in the United States, where there is a reported 2.2 million Commodore machines. Currah is aiming to persuade 10-20 per cent of these

owners to buy Speech 64 and will be working from its Boston offices.

Currah, Graythorp Ind Est, Hartlepool, Cleveland TS25 2DF

Peter Pan — the game

Peter Pan, the adventure game, is due to be launched by Hodder and Stoughton and will cost £12.95. Included in this price is the software, a paperback copy of J M Barrie's story and a four-page explanatory booklet.

"Peter Pan tests the wits of the player against Indians, pirates and wild beasts in the fantasy world of the Neverland," said managing director Colin Clark.

Hodder and Stoughton is the original publisher of Peter Pan but a royalty on all Peter Pan products, including the new game, goes to the Great Ormond St Hospital for Sick Children as the copyright was bequeathed to this cause by J M Barrie.

Hodder and Stoughton Children's Books, 47 Bedford Sq, London WC1B 3DP

In brief

Poltergeist is the name of the game from PSS. Due for release in September, PSS says it "represents a ghoulish foray into the world of the supernatural!" What you have to do is exorcise the poltergeist. The game costs £5.75 and runs on the Spectrum.

PSS, 452 Stoney Stanton Rd, Coventry CV6 5DG

The number of differences in our Hewson Consultants Competition was 11. Here are the names of the 100 winners of Nightflite II and Heathrow Air Traffic Control.

Robert Sedgwick, Croydon; D J Tuckfield, Croydon; M Jenkinson, Sheffield; Michael Hewitt, Hull; Graham Bulluck, Barnsley; I West, Manchester; T M Britton, S Glamorgan; Les Gibbins, Plymouth; Shaun Mahy, Guernsey; S E Williams, Barnsley; Andrew Dickson, Stockton; J O Yarker, Pickering; N Morley, Farnham; F E Jugg, Cambridge; H Collings, Aldershot; J S Almey, Grimsby; Wayne Stirrup, Atherton; Christopher Cooper, Wakefield; A Wright, Erith; R Banks, London; David White, Totnes; Katie Fields, Sheffield; W R Austin, Plymouth; D Russell, Warminster; Robin Davies, Redruth; P J Flint, Wellingborough; Darrin Bruce, Leatherhead; Phillip Mulholland, Harrogate; Roy Woodbridge, Basildon; Mark Pepperell, Feltham; G C Smith, Rainham; Gordon Smith, St Ives; F Hannaway, Glasgow; Elliot Mason, Hove; T Hiscox, Gwent; Kevin Jackson, Swindon; I Advani, London; K Carr, Rhyd; F L Harland, Manchester; D



Throw your voice with Speech 64

Wetzel, Hounslow; A J Markham, Gt Yarmouth; Steven McCann, Belfast; Mark Ottaway, Sheppey; Matthew Tear, Wakefield; Rosemary Reader, Manchester; C Elms, Rochester; Don Weerasinghe, London; J Jessop, Glamorgan; M Cooper, Letchworth; David Gerrish, Basildon; David Best, Blackburn; G Ratcliffe, Bolton; Paul Jackson, Norwich; Colin Nelson, Barrow-in-Furness; Graham Chidwick, Grimsby; Simon Goodwin, Staffs; A Haynes, W Midlands; Tony Merrigan, Harrow; Tiasos Arnaout, Manchester; Clive Huckins, London; W V Cushing, Colchester; David Poner, Rochford; SSGT Ashley, PFPO29; E C Jones, Coventry; Gary Jackson, Hull; Piers Loxley, Cranleigh; P Brettie, W

London; P Leach, London; J Alba, London; F D Senior, Huddersfield; K Ward, Liffon; P Serbert, Harrogate; B D Horwood, Bath; R D Horne, Radlett; Peter Roe, Colchester; Andrew Farrell, London; Nigel Hurst, Lewes; Chris Taylor, Ashbourne; Gary Pearce, Rainham; B Hammond, Wolverhampton; L E Young, Ockendon; N Munro, Camberley; P Atkins, Argyll; D C Ramsey, Bradford; Neil Radford, London; Roland Dixon, Birkenhead; L J Arthurs, Manchester; S Lambe, Shipley; Christopher Scott, Hull; Philip Davies, Hull; C Crane, Stoke; Charles Bruce, Peterhead; Matthew Phipers, Derby; Brian Normansell, Swansea; Tim Hughes, Pembroke; R G Tester, Hassocks; C Cannings, Hinckley.

Great news for Spectrum users! Now you can easily make superb graphic adventures for your friends and special occasions!



YOU can make a game quickly and easily - AND THAT'S A PROMISE! All you need is The Dungeon Builder from Dream Software.

It's perfect for complete beginners as no programming knowledge is needed at all. It's perfect for experts because you will save a lot of time. **Everyone has fun.**

It's true — now it's really simple to produce a full colour graphic adventure for your friends, your parents, your children — anyone. Great for parties — your adventure will include your guests!

The program runs on your 48K Spectrum. It's available from Boots, Lightning, and lots of computer shops. It's easy to order by post if you want to: just clip the coupon and send us your cheque, P.O., or Access number for 9.95 plus 45p p&p and we'll send you the program first class by return. We give a no-quibble guarantee that the program will load; we replace immediately if you have problems.

Dear Dream, Please send me "The Dungeon Builder" by first class return post. I'm happy to order by post because you GUARANTEE to replace the program if it doesn't load when I get it. I enclose payment for 9.95 (plus 45p p&p)

Name: _____
Address: _____
(HCW1)

Post your coupon to
Dept HCW1 Dream Software Ltd, P.O. Box 64, Basingstoke, RG21 2LB.

Simple Music Program TI-99/4A £6

Stainless, 10 Alstone Rd, Stockport, Cheshire SK4 5AH

This is a deceptively powerful program, which requires both Extended BASIC and a minimal disc system — a controller and a single drive. It allows you to store or play a sequence of single notes. Sharps, flats, and naturals are signified by S, F and N.

You can enter a melody from sheet music (bearing in mind the single note limitation) quite rapidly, and because of the slow speed of the cassette operating system the disc system is used, so that the data file is compatible with both TI-Writer and

Editor/Assembler — both of which require the 32K RAM expansion. It is this compatibility which makes the program powerful.

On playback, the tempo can be set, and a short sample examined. The minimum expected number of notes is 40, and the system has a capacity of 500 or more.

Documentation is sparse but adequate, although the program may have limited appeal due to its requirement of an expensive system.

instructions	90%
ease of use	85%
display	70%
value for money	80%



Home Budget Amstrad £9.95

Unit 12, Horseshoe Park, Horseshoe Rd, Pangbourne, Berks RG8 7JW

There is very little serious software yet available for the Amstrad, but if this can be taken as an indicator of the standard it should be very high indeed. As you can see from the title this is a budgetting package which allows you to set up the ideal budget for your income and then as the year progresses you can input the actual amount spent and see the results.

This is sometimes known as a 'what if?' planner but unlike the more familiar spreadsheets it is very user friendly and all the

major work has been done for you. There are 15 categories for your outgoings and five for the income section. This is quite adequate for most needs and as you can customise it for your needs there should be very few problems here.

There is a printer option available on screen. Another excellent feature is the bar chart drawing in full colour and three dimensions. I will be using this to keep my bank account in the black this year.

instructions	85%
ease of use	95%
graphics	80%
value for money	90%



Answer Back Junior Quiz BBC Electron £10.95

Kosmos, 1 Pilgrims Close, Dunstable LU5 6LX

Have you even wanted a program to amuse the kids on those long winter nights when there is nothing worth watching on TV? This could be it, for here is a program containing 15 sets of questions with 50 questions per set.

It doesn't matter what your preference is, there are quizzes here from nursery rhymes to science, from sums to spelling and from games to brain strainers.

The package consists of a master control program, which can also be used to generate your own quizzes and 15 different databases containing the questions and answers. It's easy to use and likely to provide just the type of quiz that children adore. Unfortunately it is designed for only one child at once; it would have been good to let them battle it out, but the range of options provided is excellent.

This is a good, interesting and flexible game but I wouldn't claim that it is too educational, just fun!

instructions	85%
ease of use	90%
graphics	80%
value for money	90%



Brain teasers and mind improvers

Make yourself feel better — learn something new. These games will make you think and teach you a thing or two

Ancient and Royal

TI-99/4A £4.95

Mathay, 11 Ivel Close, Bedford, Beds MK41 7EJ

I'm no golfer, but this Extended BASIC version of the game seemed quite adequate to me. There are five degrees of difficulty and one or two players may participate. Unfortunately, the keyboard scans have not been properly debounced, so don't leave your finger on the keys when making selections in the run-up to a game.

You can play solo, or against your micro and there are two courses of 9 and 18 holes. Par is shown for both. Enter your handicap and at the end of the round, it's calculated from your score.

The instructions, contained on

a single A4 sheet, are comprehensive. All the usual hazards are present and all you have to do is select which club to use, and in which direction the ball is to travel. There are eight direction arrows, but each is separated by a further invisible five giving quite broad directional control.

A comprehensive and generally well-thought-out game, although there are one or two things which need attention. The direction arrows when in a bunker are totally distorted, and the "+" symbol has been redefined, making over-par scores look silly.

instructions	95%
playability	95%
graphics	80%
value for money	80%



Physics (Optics) 88K Spectrum £7.50

Camel Micros, 33a Commercial Rd, Weymouth, Dorset

Aimed at the secondary 13-18 age group, this program enables students to undertake physics experiments which would normally require classroom blackout.

Side one offers three sub-programs: reflection at a flat surface, concave mirrors and calculations. The first part gives an explanation of angle of incidence equalling angle of reflection and then invites five entries of angles up to 45 degrees — careful, as wrong numbers produce 'nonsense in BASIC' to appear and then the listing! After the graphic display, questions are asked and then a return to the menu.

We watch a concave mirror being constructed, followed by definitions of C, r and f; and then the demonstrations of beams reflected from the mirror. Questions follow, leading to further explanations, experiments, questions, etc.

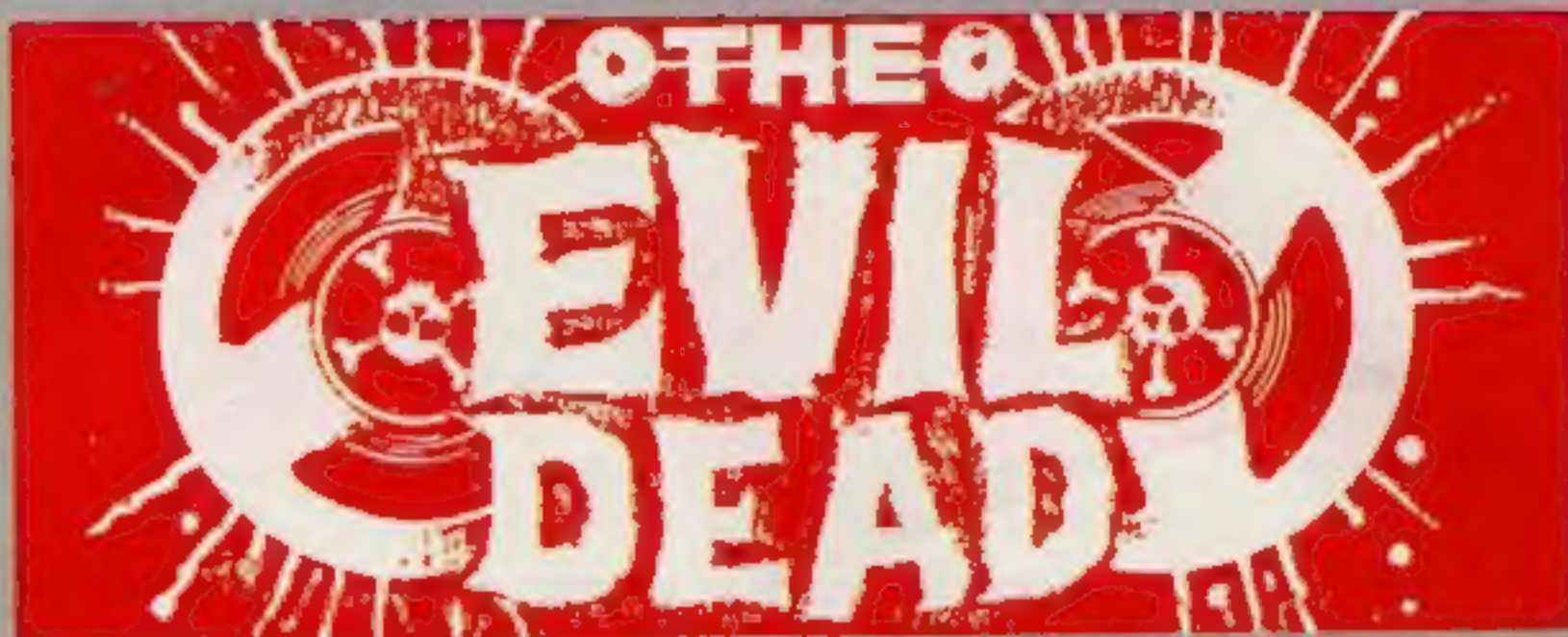
Calculations teaches $1/V + 1/U + 1/F$ and $V/U + 1/S$ and sets examples to ensure they are understood — unfortunately another bug has appeared: 3th set?

Side two offers lens simulation, tutorial or instructions and the style is similar to that used on side one.

instructions	70%
ease of use	70%
display	60%
value for money	65%



Win an encounter with



In this week's competition you get the chance to really test your nerve by winning a copy of Palace Software's exciting new game, *The Evil Dead*.

We're giving away 100 copies of this arcade thriller plus 100 posters. The game is worth £6.99 and the posters are worth £3.50 each so you could win over £10-worth of prizes.

The game is currently available for the Commodore 64 and a BBC B version is in the pipeline so when you enter you can choose either one. Spectrum owners may like to know that a version of *The Evil Dead* will be available for their systems in the autumn.

The Evil Dead is based on the 1983 horror movie of the same name which was immensely popular at the cinema and on video too.

The plot concerns the experiences of a group of teenagers trapped in an isolated cabin by ancient spirits of the undead. One by one they become possessed by these spirits and turn into evil monsters who are intent on destroying the living.

Palace's version of *The Evil Dead* closely follows the storyline of the film. You'll have to have your wits about you in this fast-moving game and all your skill and experience are necessary if you want to escape the fate which could be waiting round the next corner.

You play one of the people trapped in the house and at the start of the game you must try and prevent the evil dead from entering. As the game progresses your friends begin to turn into zombies and you must try and outwit and outspeed an increasing number of them to save yourself from death. It gives you plenty to think about and is guaranteed to strain even the best skill and strategy.

The programming is ingenious and you could be surprised at the intelligence of the zombies so watch out!

The competition is familiar to all you regular HCW readers — just spot the differences between the two pictures, mark them and write the number on the back of an envelope.

Good luck!

How to enter

Study the two cartoons — there are a number of differences between them. Circle the differences on cartoon B and seal the cartoon and coupon in an envelope. Write clearly the number of differences you found on the back of the envelope.

Post your entry to *Evil Dead* Competition, Home Computing Weekly, No.1 Golden Square, London W1R 3AB. Entries close at first post on Friday September 28, 1984.

You may enter as many times as you wish, but each entry must be on an official coupon — not a copy — and sealed in a separate envelope.

Important: please follow carefully the guidelines on entering — incomplete coupons and entries in envelopes with no numbers on the back cannot be considered. If you are a winner, the coupon will be used as a label to send your prize so clear writing is essential.

The rules

Entries will not be accepted from employees of Argus Specialist Publications, Palace Software, and Alabaster Passmore & Sons. This restriction also applies to employees' families and agents of the companies.

The How to Enter section forms part of the rules.

Here's your chance to win the thrilling new arcade game from Palace Software — plus a matching poster

Palace Software Competition

Entry Coupon

Name _____

Address _____

_____ post code _____

Number of differences found _____

Type of computer: Commodore 64 BBC B (please tick)

Complete clearly and fully — if you are a prizewinner this will act as a label. Post to *Evil Dead* Competition, Home Computing Weekly, No.1 Golden Square, London W1R 3AB. Closing date: first post, Friday September 28, 1984. Don't forget to follow closely the advice in the How to Enter section, including writing the number of differences on the back of your envelope.



Match of the day

The football season may be over, but soccer still plays on in your front room. Live out your wildest dreams and score hat-tricks in this game by Nigel Thomas



Do you have dreams of playing for Liverpool? Are you a soccer star who wants to go far?

If so, this game will interest you. It's a game of soccer which you enact on your screen. OK, so this isn't Anfield, but nevertheless you still need to have finely tuned reactions and a quick burst of speed.

Play against a friend. You can each move bats to stop the

ball from passing your defences and scoring goals. Player one moves the blue bats, using the up and down arrow keys. Player two moves the red bats with the left (up) and right (down) keys.

Practise your skills on the small screen and who knows — you may find yourself at Wembley one of these days, playing for England.

How it works

- 10 reset score variables
- 20-90 instructions
- 100-150 set up screen
- 160-180 put two teams on screen
- 190-200 set position and direction of ball
- 210-260 move ball
- 270-320 check if ball has hit anything, changes direction accordingly
- 330-340 check if goal has been scored
- 350-380 move teams
- 390 put score at top of screen
- 400-430 check if loop needs to be returned
- 440 return main loop

Variables

- S blue team's score
- SS red team's score
- V delay loop to keep instructions on screen
- A loop used to draw sidelines
- X blue team's position
- XX red team's position
- O horizontal position of ball
- K vertical position of ball
- D direction in which ball is heading
- PS tune

PROGRAM



```
10 S=0:SS=0
20 CLS
30 PRINT@8,"match of the day"
40 PRINT@40,"*****"
50 PRINT@99,"A GAME FOR 2 PLAYERS. PLAYER ONE MOVES THE BLUE BATS WITH THE UP AN
D DOWN ARROW KEYS. PLAYER TWO MOVES THE RED BATS WITH THE LEFT(FOR UP)AND RIGHT(
FOR DOWN). "
60 PRINT@259,"STOP THE BALL FROM PASSING YOU OR YOUR OPPONENT WILL SCORE A GOAL!
GOOD LUCK BOTH TEAMS.
70 P$="T803DP6DP6DP6DFD"
80 PLAYP$+P$+P$+P$
90 FORV=1 TO 1000:NEXT
100 CLS0
110 FORA=1 TO 30
120 PRINT@A+32,CHR$(195);
130 PRINT@A+400,CHR$(204);
140 NEXTA
150 PRINT@1,"score";:PRINT@16,"score";
160 X=14:XX=14
170 SET(3,X,3):SET(3,X+1,3):SET(3,X+2,3):SET(17,X,3):SET(17,X+1,3):SET(17,X+2,3)
180 SET(60,XX,4):SET(60,XX+1,4):SET(60,XX+2,4):SET(44,XX,4):SET(44,XX+1,4):SET(4
4,XX+2,4)
190 O=31:K=15
200 D=RND(4)
210 RESET(O,K)
220 IFD=1 THEN O=O-1:K=K-1
230 IFD=2 THEN O=O+1:K=K-1
240 IFD=3 THEN O=O-1:K=K+1
250 IFD=4 THEN O=O+1:K=K+1
260 SET(O,K,5)
270 IFPOINT(O,K-1)=5 THEN D=D+2:SOUND120,1
280 IFPOINT(O,K+1)=5 THEN D=D-2:SOUND120,1
290 IFPOINT(O-1,K)=3 AND D=3 THEN D=4:SOUND120,1
300 IFPOINT(O-1,K)=3 AND D=1 THEN D=2:SOUND120,1
310 IFPOINT(O+1,K)=4 AND D=4 THEN D=3:SOUND120,1
320 IFPOINT(O+1,K)=4 AND D=2 THEN D=1:SOUND120,1
330 IFO=1 THEN SS=SS+1:SOUND1,25:GOTO 100
340 IFO=62 THEN S=S+1:SOUND1,25:GOTO 100
350 IFPEEK(341)=223 AND X>4 THEN RESET(3,X+2):RESET(17,X+2):SET(3,X-1,3):SET(17,
X-1,3):X=X-1
360 IFPEEK(342)=223 AND X<27 THEN RESET(3,X):RESET(17,X):SET(3,X+3,3):SET(17,X+3
,3):X=X+1
370 IFPEEK(343)=223 AND XX>4 THEN RESET(60,XX+2):RESET(44,XX+2):SET(60,XX-1,4):S
ET(44,XX-1,4):XX=XX-1
380 IFPEEK(344)=223 AND XX<27 THEN RESET(60,XX):RESET(44,XX):SET(60,XX+3,4):SET(
44,XX+3,4):XX=XX+1
390 PRINT@7,S;:PRINT@22,SS;
400 IF D=1 THEN 210
410 IF D=2 THEN 210
420 IF D=3 THEN 210
430 IF D=4 THEN 210
440 GOTO100
```



Voodoo Castle 32K BBC £7.95

Adventure International, 119
John Bright St, Birmingham B1
1BE

This original Scott Adams
adventure left me a little helpless.
Even having a second look at the
instructions didn't improve my
situation.

The idea is that you communi-
cate with the computer using
two-word sentences. This sounds
rather restrictive, and to start
with progression is pretty slow.

You are chosen to free the
cursed Count Cristo from his
deep sleep. You do this by
collecting objects and clues as
you move from location to
location. You are advised to
draw a map but don't forget to

leave extra space around the
edges to allow for newly
discovered locations. Most of the
objects serve a purpose and the
way they slot into the adventure
reminds me of a nicely fitting
jigsaw; but beware — there are a
few odd pieces.

An excellent feature is being
able to save to tape at any time
reloading later and carrying on.

It seems a long time since I
typed in my first "verb noun"
sentence and I have progressed a
great deal. More games like this,
please Scott Adams! **M.B.**

instructions	75%
ease of use	80%
display	70%
value for money	90%



Serpents Lair 32K BBC £4.95

Comsoft, 7 Roman Dr, Leeds
LS8 2DR

'An adventure for children' is
how the manufacturers describe
this program and a good
adventure it is too. I would
expect it to be of interest to all
new adventurers rather than just
the younger ones. I can see all the
family getting involved.

There is an educational
purpose too: all the locations are
correctly located geographically
and you are encouraged to make
a map as you go along, checking
with an atlas. It's a good job you
are flying on a magic carpet
because some of the neighbour-
ing locations are a fair distance

apart; south from London is
Italy! The supporting story is fair
and there are a number of riddles
to be solved. I looked in the
listing to cheat for some of them.

The use of graphics in some
locations is good and adds to the
game rather than detracting from
it. What also impressed me was
the speed of response in a BASIC
adventure. This is probably due
to the small vocabulary though.
A pleasant first adventure in
every way, well done Comsoft.

D.C.

instructions	85%
playability	90%
graphics	75%
value for money	95%



The Last Jedi 48K Spectrum £5.50

Amazing Games, 39 Maple Dr,
Burgess Hill, West Sussex RH15
8EX

You must save the galaxy by
killing the Evil Emperor, located
somewhere in a maze of over 500
caverns. Your quest in this text
adventure is dangerous and your
path is blocked by obstacles and
dangerous creatures. However,
many creatures are unanimated
and many caverns have exactly
the same description. Although
the few characters are recogniz-
able from Return of the Jedi not
much else is.

There are some interesting
puzzles but not many in relation
to the number of rooms, and
some appear out of place in a
distant galaxy. For example, the
program refers to an old Irish
legend and a medieval legend
about the undead.

The instructions are compre-
hensive but difficult to read and
illustrate the lack of complexity
because there are only a handful
of commands.

Input is poor, varying from
unresponsive to over-sensitive
key reading.

Your Psi-Power (a measure of
your ability to will some
creatures to sleep), strength and
lightsabre energy are shown —
even if you don't have a light-
sabre. Lightsabre is misspelt
throughout.

Slow and tedious. **S.E.**

instructions	80%
playability	30%
graphics	N/A
value for money	45%



Venture into the unknown

**Who knows what awaits you?
Take your courage in both
hands and journey into
strange worlds. Follow your
quest and find your destiny**

Holdfast Amstrad £5.95

Kuma Computers, Unit 12,
Horseshoe Park, Horseshoe Rd,
Pangbourne, Berks RG8 7JW

This is one of those rule a planet
simulations taken into a slightly
different context. Here you are
in the centre of a civil disagree-
ment, trying to organise a peace-
ful resistance to the government
of the day. This makes the
program that much more inter-
esting than the usual type of
dictator games.

The game is played out in text
only, with a most attractive
range of colour and typefaces.
There is sound, when new
information becomes available,
and a readout of the current
support that you have in both

village and government. I don't
know whether it's me or not, but
I can't get them to make any
concessions at all. They spend
most of their time sending in the
police to arrest my helpers.

There is a range of options and
messages but the game can be
repetitive if you play it a number
of times one after another. The
worst feature is that you get no
warning what-so-ever of your
fellow villagers deciding to give
up the struggle. The game just
ends.

A good, non-violent, thinking
game of moderate interest. **D.C.**

instructions	75%
playability	70%
graphics	65%
value for money	70%



Return of the Ring Dragon £9.95

Wintersoft, 30 Uplands Park Rd,
Enfield, Middx EN2 7PT

If you like adventures of any sort
then this must be for you. This
adventure has its origins in The
Ring of Darkness and some of
the ideas are similar. The tape
contains four parts to my
knowledge, each one taking up a
large part of memory and all in
machine code.

The game starts with the
choice of role: human, dwarf, elf
with accompanying attributes.
You then allocate points for
strength, charisma, intelligence
and number of regenerations.
This done you load the main part
of the program which places you
on a decaying planet. Now you
make discovery after discovery
battling your way to different
parts, always on the high
resolution screen.

It's a fascinating world full
of mutants, annoying beggars,
droids and some very intelligent
characters who accompany you
to help, advise and keep up a
conversation with you.

The graphics are fascinating
and varied. I have no room to
describe them, but suffice it to
say that there is plenty there to
last for weeks if not considerably
longer.

It's a difficult adventure to
solve but not to play and for this
reason I do not recommend it for
the faint hearted. The other
serious drawback is the time it
takes to load different parts.

M.P.

instructions	90%
playability	80%
graphics	95%
value for money	100%



No.2

QUICKSILVA Computing SECTION

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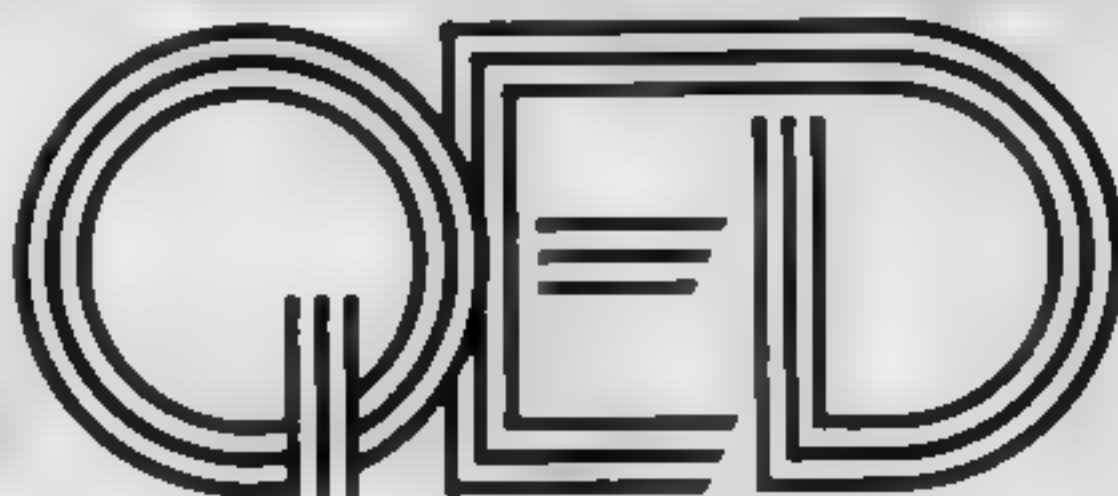
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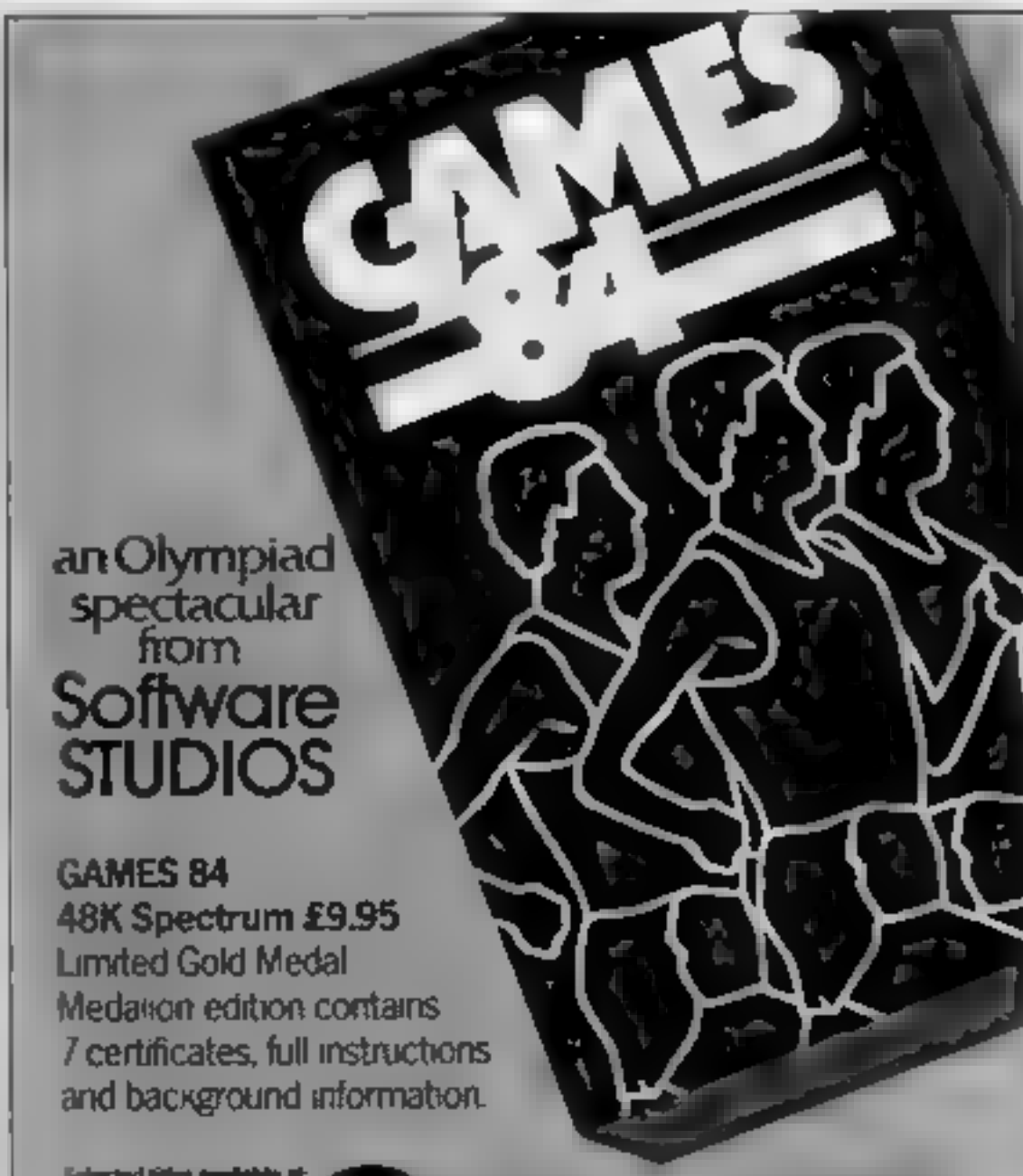


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4 Boogaboo	- CBM 64 -	£7.
5 The Snowman	- 48K Spec -	£6.
6 Mined-Out	- Electron -	£6.
7 Gatecrasher*	- 48K Spec -	£6.
8 Sting 64	- CBM 64 -	£7.
9 Bugaboo	- 48 Spec -	£6.
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12 Aquaplane	- CBM 64 -	£7.
13 Gatecrasher*	- BBC 'B' -	£6.
14 Gatecrasher*	- Electron -	£6.
15 Velnor's Lair*	- Oric/Atmos -	£6.
16 Mined Out*	- Oric/Atmos -	£6.
17 Ultisynth	- CBM 64 -	£14.
18 Drum Kit*	- BBC B' -	£14.
19 Tornado	- Vic 20 -	£5.
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125 Movement C1288

Romik, 272 Argyll Ave, Slough

Although you might not assume so from the title, this is a maze game in which you have not only a three-level maze to contend with but also a set of monsters. As usual in these games there is a map for you to consult showing where you are and what is there with you.

I must remark how useless the instructions are though. There is very little real explanation of the task before you, and the aids you have to navigate by, which include sonar and direction indicators. There is even a mistake about which key to press in one case.

The screen is changed very

quickly, so the waiting is kept to a minimum. The directional cursor keys are detected very slowly however and have to be held down. Perhaps the joystick is more responsive in use.

The range of opponents isn't restricted to monsters, there are also indestructible balls, bombs to defuse, lifts to negotiate and keys to find. All told an interesting implementation of an old idea which is badly let down by the skimpy instruction sheet.

D.C.

instructions	25%
playability	70%
graphics	85%
value for money	65%



Dune Rider 32K BBC £7.95

Micro Power, Sheepscar House, Leeds LS7 1AD

Have you got three eyes and the ability to do more than three things at once? That's what's required in this new game. What really foxes me is how I'm ever going to see the hazards, lava pits and radioactive zones, before I hit them.

The game revolves around your having to save the world by getting some plans from here to there as quickly as possible. To do this you have a dune buggy with independent suspension and the ability to fire both forward and upwards.

There is an alien blockade too, with plenty of scouts and fighters

who are trying to prevent your mission being successful. Fuel can also be a problem so you have to shoot their tankers and then catch the stuff whilst on the

Now do you see what I mean? your eyes have to be both in the sky and on the ground. It fair makes your brain ache. Control is good but I much prefer joysticks to keys, which is unusual on the BBC. The graphics are great and the game has that fascinating quality which leads to compulsion. D.C.

instructions	85%
playability	95%
graphics	90%
value for money	95%



Wheatoids £2K BBC £7.95

Lbik, 66 Rothwell Rd, Gosforth, Newcastle upon Tyne

Now this really is original. A game to play at the breakfast table whilst eating your 'Wheatie-biscis'. You had better eat them quickly for there is a growing shortage of wheat which means that no more breakfast cereal can be produced.

The solution: send one of the 'Wheatieskers' off to another fertile planet with lots of wheat seeds and get the wheat growing there. Even better! Send a full factory and just get the full packets back to Earth.

So off you go to assist the little man only to discover that the planet is inhabited by 'Wibbles' who wobble you to death. Armed with only a spade, used to dig the holes for the seeds, and to kill the wibbles, you have to produce as much breakfast cereal as possible. I find that waiting for the seeds to grow is almost as boring as gardening itself but there are plenty of aliens to bash.

A good and interesting game with smashing graphics. It only lacks in variation, the different levels usually leading to more of the same rather than great changes of concept.

D.C.

instructions	65%
playability	80%
graphics	90%
value for money	75%



Games which pack a punch

These are all-action, finger-twitching, manic games. Can you stand the pace?

Atom Smasher Amstrad £14.95

Romik, 272 Argyll Ave, Slough, Berks

A real action game this, far too fast for an old stager like me. It is however most attractive and interesting. The aim is to shoot the proton inside the nucleus using the rotational controls and just forward movement. This makes the control fairly simple, although not simple enough for

A valuable feature is the option to redefine the keys to any that you wish to use, so there really is no excuse. Chasing you around the nucleus are the electrons, who are very destructive if they catch you with a sideways swipe. What's more

they also speed the whole game up in every respect. Finally there is the ever growing pile of debris which encroach on the playing area from both sides.

The characters and graphics can't be described as stunning but they do mean that the game is very fast furious which is what makes it so addictive. If you have time to glance to the sides of the screen there are fuel and temperature indicators. If the heat becomes too much the atomic pile breaks down and you lose another life.

D.C.

instructions	70%
playability	90%
graphics	85%
value for money	85%



Electron

Electron £7.95

Micro Power, Sheepscar House, Leeds LS7 1AD

Here is another of the top selling BBC games being translated to run on the Electron. The game involves being set down in a haunted house trying to get from level to level while avoiding the ghosts who are determined to kill you.

There are various banks of 'stray edibles' to eat on your way and special pills which cause ghosts to disappear. There are plenty of hazards too, creepy spiders, super springs which tend to splatter you on the roof, magic lifts and moving floors to name just a few.

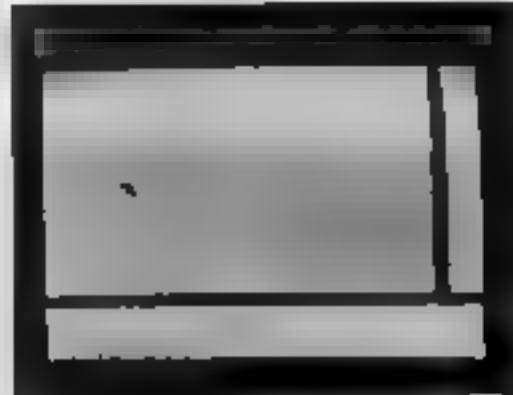
The game is responsive and has a joystick option for those with the interface needed to use them. All told the game is good, fast and interesting. What spoils it for me is the fact that the translation is a little shoddy. Perhaps it's because I've played the other version but the sound and graphics, particularly in the opening sequence, are less than I might have expected. The game itself is fine however and a good addition to the Electron range.

D.C.

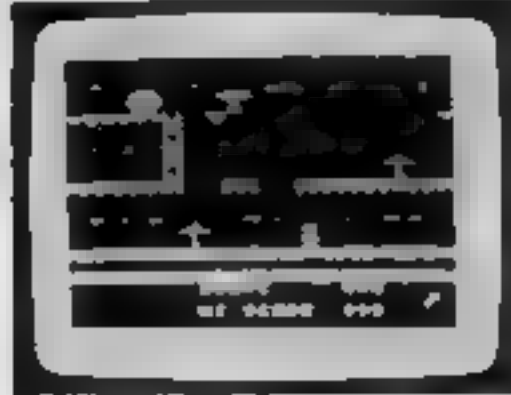
instructions	85%
playability	80%
graphics	80%
value for money	80%



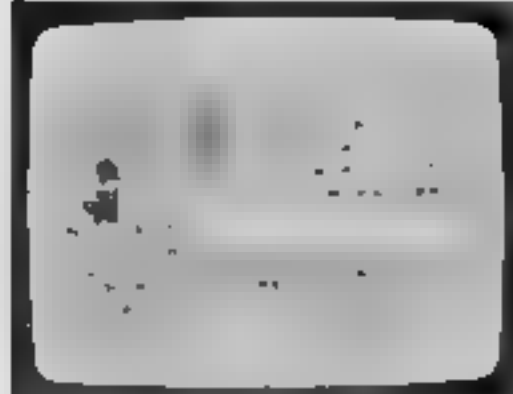
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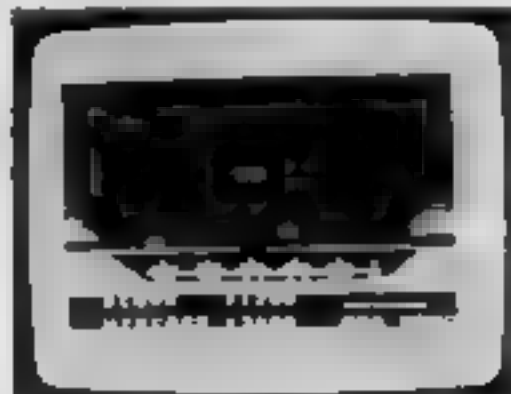
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The computer game is DEAD...

Is it a computer or a video game?

Is it a computer or is it a video game? That is the question. Well, when it comes to the newest Atari model 7800, the answer may be a little of both. One thing is clear: it is likely that the future of all dedicated video game machines will be decided by how well the 7800 does in the marketplace. Still Atari is hedging its bet by planning to introduce a keyboard expansion unit at a later date.

The 7800 is scheduled to be shipped this month, and is expected to make its debut carrying a \$150 suggested retail price tag. It certainly represents a lot of features for the money. By expanding the amount of available RAM and ROM, the system will allow programmers to concentrate on offering creative games having excellent graphics instead of having to concentrate on how to circumvent hardware limitations. Still, even Atari does not expect the machine to sell as well as did its model 2600, nor does it expect the product to attract many third party programs for at least a year.

Atari spent \$50,000 on a market research study which indicated that 41 per cent of the people surveyed would "definitely" buy the machine, and 34 per cent stated that they would "probably" buy it. As such surveys go, a "definitely" response of 20 per cent or more is indicative of success in the marketplace, leading Atari officials to believe that they will have captured the number one position in video game machines within the next 12 months. According to that same survey, 75 per cent of those potential buyers would be interested in buying a keyboard

This seems to be the best way to get parents to buy such a machine for their kids, as the so-called "frightened parents" market is now saturated. These were the parents who impulsively rushed out and bought Johnny and Jenny a machine for fear the poor dears would lose out in the computer-literacy race, not realising there was so little useful software out there for low-end machines.

The tipoff to where Atari may be heading with this machine is that little port on its side. The expansion port can handle video and computer data. Atari isn't talking yet, but it doesn't take much imagination to visualise a video disc or compact audio disc or other mass storage device hooked up and on line. Even though many industry gurus have predicted otherwise, it just may be that Atari, having re-dedicated itself to bringing high quality entertainment products to a willing public, may re-ignite that public's love for a dedicated game machine with the heart of a home computer. The model 7800 certainly is the machine to watch in the next year



I was quite amused when I found out about this next item. It just goes to show you that there are few fools working over at U.S. Commodore, and none of them are in the marketing department. Later this year Commodore will market a "new" computer only for the education market. It is likely to be called the Educator 64, and will run all CBM 64 software, but will use the same case as the old PET! The Educator 64 will come with a built-in green screen monitor and be competitively priced, probably under \$500. The unit will work with the 1541 disc drive

Not to give up easily, the company is at the moment trying to figure out a way to make the unit work with the older 4040 and 8040 disc drives still in use in lots of schools. It is likely that this move will mark the end of the line for PET sales in this country, as most of the PET software has already been converted over to run on the CBM 64. The computer itself will not be sold in retail stores, but rather will be marketed through

Commodore's educational dealer network. A moment of silence in memory of the faithful old PET, in constant service since 1977!



And now, a few words from your CBM 64! Studio 64, a musical education program from EnTech Software of Studio City CA, will be out in a talking version soon. Human voices will be speaking to users as they compose music on the keyboard of a CBM 64. The firm markets two other talking programs, Management System 64, a business program, and Space Math 64, another educational program.

A spokesman for the company indicated that the program worked more like a teacher does with a student, responding in a human voice with human inflections and pitch instead of with an inhuman machine-like voice. According to EnTech, theirs is the first software line to use a natural voice in this manner. EnTech is offering \$5 demo discs of the program which can be credited against the \$39.95 price if you purchase the program later. If you want to obtain more information about the program and/or the demo discs, write or call EnTech Software, P.O. Box 185, Sun Valley, California 91353, (818) 768-6646. It sounds like a worthwhile investment in a musical education.



A couple of short notes. Due to slow sales of the IBM PCjr., the firm has offered to give its dealers credit against future purchases. This is being done in an effort to clearout the large backlog of unsold machines. At the same time, IBM is also planning to lower the price of its larger PC in the next couple of months. Apparently the attack of the clones has done its job, and even IBM can be made to feel the pinch.



Here's news about a fantastic new printer from Epson. Their new JX-80 dot matrix printer is able to print up to seven colours using a four-colour ribbon. Black, yellow, magenta, and cyan are available in one pass. Violet, orange and green are produced in two passes by overstriking one of the basic colours with another. Additionally, if full colour capability is not always required, all black ribbons can be purchased. The printer will print the full 96 character set in 128 type styles. Additionally, the user can load in special fonts and character sets for engineering, foreign languages, maths, and medical uses.

A series of front panel switches makes it easy to control special print functions such as underlining, sub- and superscript, compressed and expanded printing, italics, and elite type style. The printer has a one-to-one aspect ratio, meaning that it can print documents and/or graphics in the same scale vertically and horizontally. This allows the printing of very accurate graphics, including true circles. It uses a 9 x 9 dot matrix.

The characters have true descenders, and the unit has proportional spacing as well. The JX-80 uses a standard parallel (Centronics-compatible) interface. Epson offers optional interface adapters so that the unit can receive serial data transmission or be controlled by an IEEE 488 interface device. The unit will be retailed for about \$800. Happy colouring!

That's it for this week. See you next time

Bud Izen, Fairfield, California.

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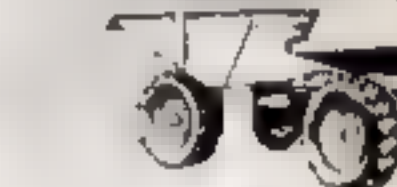
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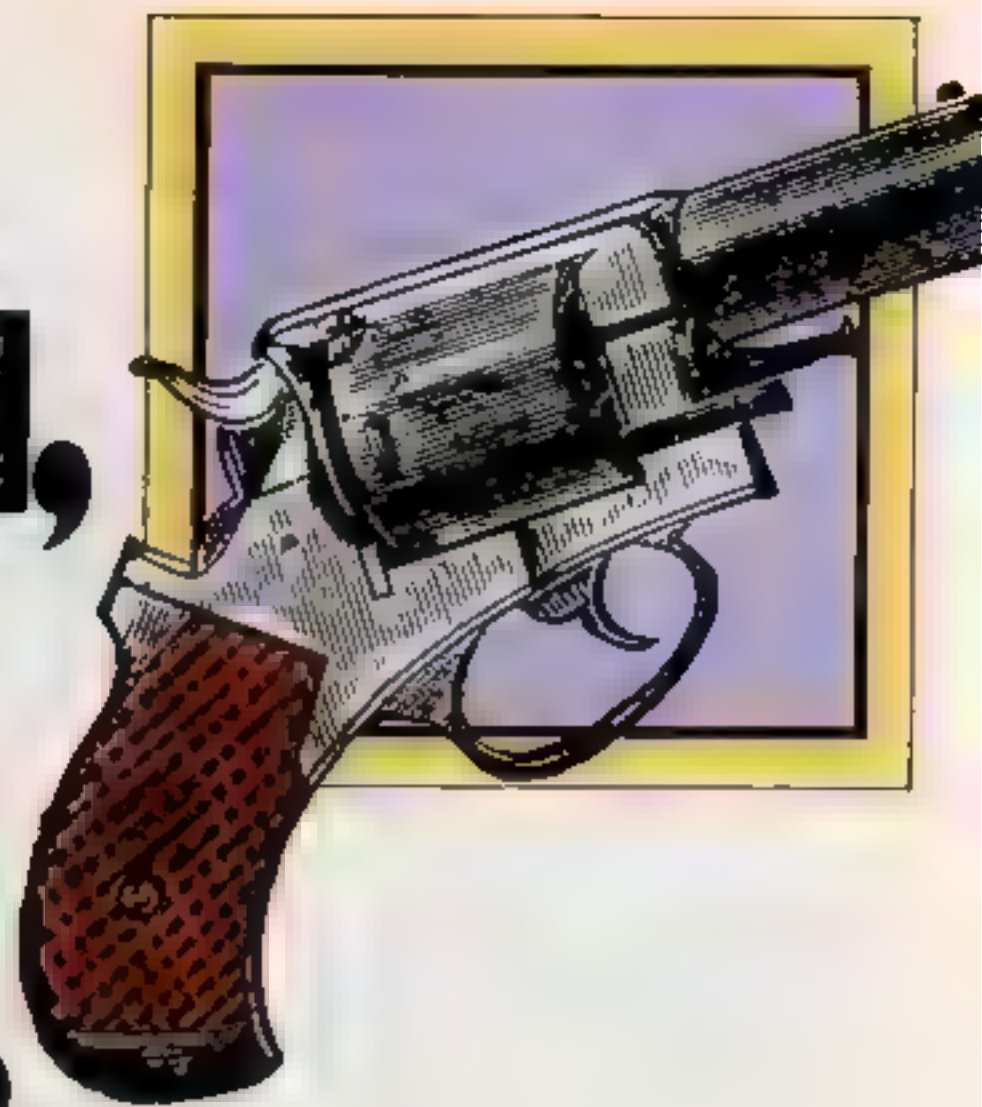
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By Ian Livingstone

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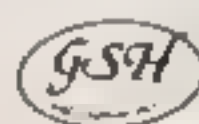
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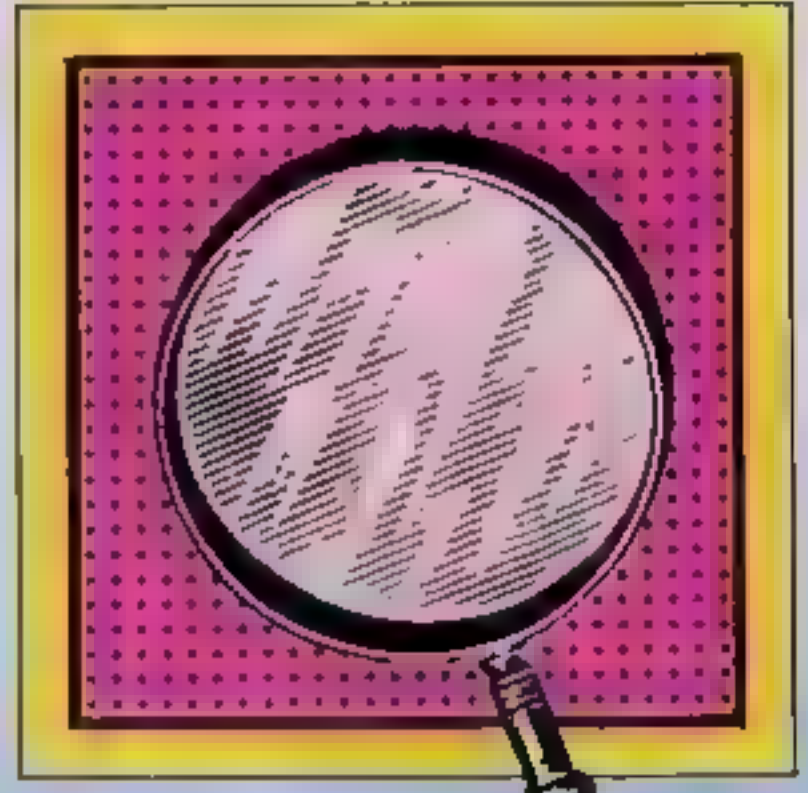
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by the ASP Market Research Group

ARCADE

1	Full Throttle	Micromega	Spectrum (1)
2	Daley Thompson Decathlon	Ocean	CBM 64 (-)
3	Sabre Wulf	Ultimate	Spectrum (2)
4	Monty Mole	Gremlin	Spectrum (4)
5	Decathlon	Activision	CBM 64 (-)
6	Beach Head	US Gold	CBM 64 (3)
7	Jet Set Willy	S. Projects	Spectrum (8)
8	Giants Revenge	Thor	Spectrum (5)
9	Potty Pigeon	Gremlin	CBM 64 (7)
10	Matchpoint	Pslon	Spectrum (-)

NON-ARCADE

1	Lords of Midnight	Beyond	Spectrum (4)
2	Mugsy	Melbourne Hse	Spectrum (5)
3	Pitfall	Activision	CBM 64 (7)
4	Valhalla	Legend	CBM 64 (6)
5	Star Trader	Bug Byte	Spectrum (10)
6	Savage Pond	Starcade	BBC (8)
7	Fall of Rome	Argus	CBM 64 (9)
8	Classic Adventure	Melbourne Hse	CBM 64 (-)
9	Mastermind	Commodore	CBM 64 (-)
10	The Inferno	R Shepherd	Spectrum (-)

Compiled with the assistance of Britain's leading software distributors, including: Pinnacle, SDL, PCE, Websters, PCS and Software Centre.

SPECTRUM

1	Tornado Low Level	Activision
2	Jet Set Willy	S. Projects (3)
3	Full Throttle	Micromega (5)
4	Scuba Dive	Martech (-)
5	Cavelon	Ocean (-)
6	Manic Miner	Activision (-)
7	Harrier Attack	Melbourne Hse (-)
8	Lords of Midnight	Beyond (-)
9	Manic Miner	Bug Byte (-)
10	Thunderbolt	Melbourne Hse (-)

COMMODORE 64

1	Harrier Attack	US Gold (-)
2	Harrier Attack	Commodore (-)
3	Scrabble	Interceptor (2)
4	Hektik	Mastertronic (-)
5	Grandmaster	Audiogenic (-)
6	Manic Miner	Mastertronic (3)
7	Manic Miner	S. Projects (4)
8	Manic Miner	R. Wilcox (-)
9	Flight Path 737	Anirog (8)
10	Manic Miner	Mastertronic (-)

DRAGON 32

1	Pedro	Imagine (1)
2	Kriegspiel	Beyond (-)
3	Dungeon Raid	Microdeal (-)
4	Eightball	Microdeal (-)
5	Ring of Darkness	Wintersoft (4)
6	Buzzard Ball	Microdeal (-)
7	Dragonfly 2	Microdeal (-)
8	Chocolate Factory	Minis (10)
9	Mr Dig	Microdeal (-)
10	The King	Microdeal (-)

Compiled by W. H. Smith and Websters. Figures in brackets are last week's positions.

VIC-20

1	Duck Shoot	Mastertronic (1)
2	Wizard and the Princess	Mastertronic (2)
3	Bewitched	Mastertronic (3)
4	Flight 015	Craig Comctns (1)
5	Manic Miner	Micro Andies (-)
6	Manic Miner	Mastertronic (2)
7	Manic Miner	Mastertronic (10)
8	Crazy Kong	Int. Micro (9)
9	Manic Miner	Mastertronic (-)
10	Snooker	Visions (3)

BBC

1	Snooker	Superior (8)
2	Snooker	Addictive Games (-)
3	Snooker	Acornsoft (10)
4	Snooker	Acornsoft (2)
5	Snooker	Superior (-)
6	747 Simulator	Doctorsoft (4)
7	Hobbit	Melbourne Hse (3)
8	Snooker	Superior (-)
9	Percy Penguin	Superior (-)
10	Aviator	Acornsoft (1)

ZX81

1	Krypton Ordeal	Novus (4)
2	Krypton Ordeal	Novus (2)
3	Krypton Ordeal	Novus (5)
4	Scramble	Quicksilver (-)
5	Scramble	Addictive Games (10)
6	Scramble	Novus (3)
7	Space Raiders	Novus (1)
8	Flight Simulation	Sinclair (-)
9	Games 1K	Sinclair (-)
10	Hopper	PSS (6)
11	Black Crystal	PSS (6)
12	Mothership	Sinclair (-)

Spring time with Coily

Snakes are renowned for being slippery customers, but with this program from A. Charalambous the snake is more of a 'springy' customer

Variables

j,n co-ordinates of Coily
ws screen
sc score
ll lives left
p height of bounce
b length of fall (when $b=4$ the drop is fatal)
x,y co-ordinates of ball/bullet/moving platforms (depending on screen)
x is also used as the time variable in the challenging stage

Rather than being a snake in the grass, you play the part of a snake in the air with this game called Coily.

You play the part of Coily — a spring shaped snake — and the object of the game is very simple, to stay alive for as long as possible.

With this platform type game, you eat various objects around the screen for extra points, and help Coily reach the highest corner of each screen.

There are four main screens of platforms, each with a different layout, and each with a new danger.

Coily is continuously bouncing, and by moving him left and right, you must bounce him to the top of the screen.

Each time you succeed in making it to the top of the screen, you will proceed to the next one.

After the four main sheets have been completed, you enter a challenging stage, in which you must reach the flashing object in the time allowed.

If you do this, you will get an extra life and bonus points. The game then starts again at screen one.

This then, is a game where you should keep your cool — or should we say 'keep your coil'



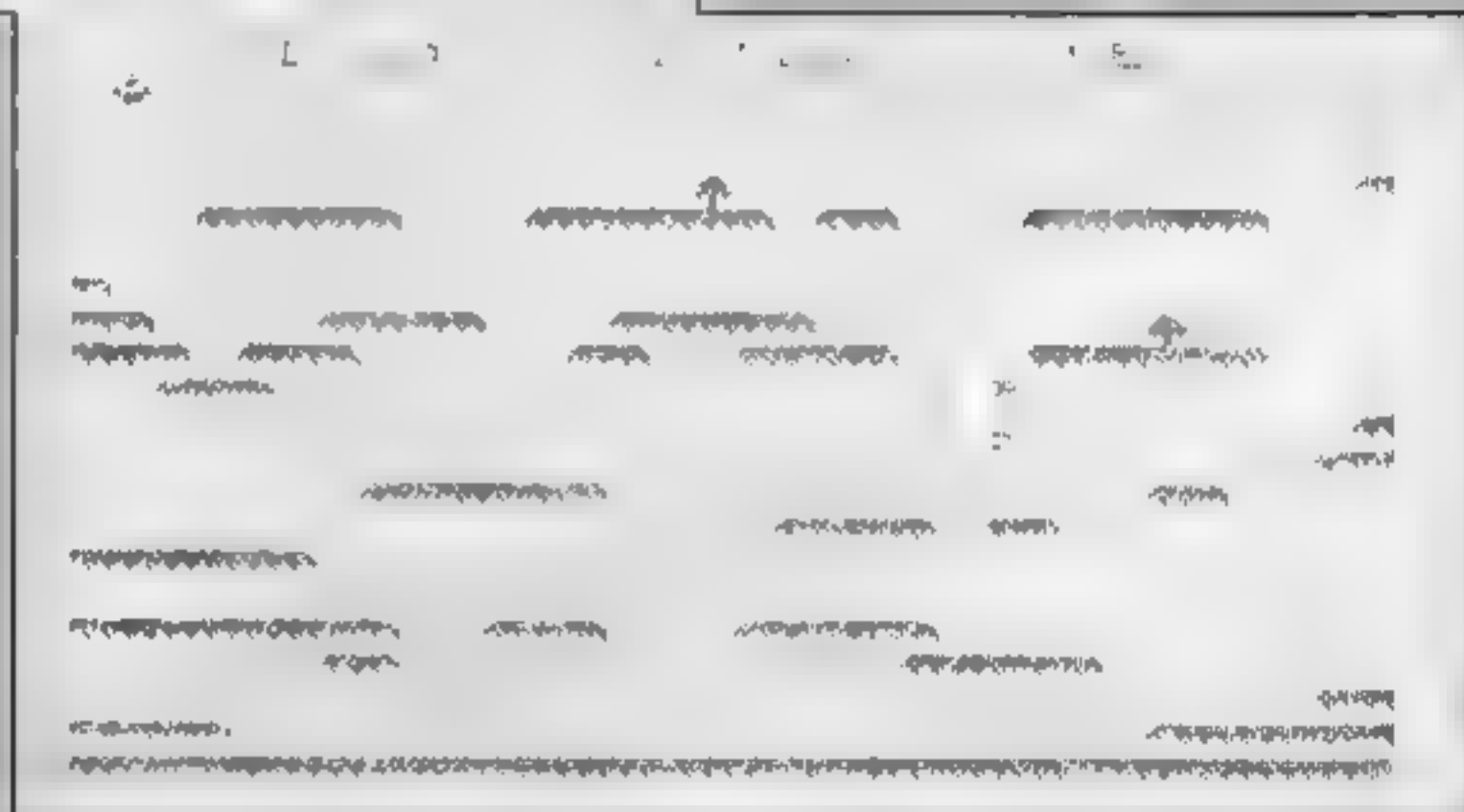
How it works

2-6 prints instructions
 11-14 pokes machine code into memory
 50 sets up UDG's
 70-77 data for graphics
 100 sets up screen attributes
 300-399 sets up screen 1
 400-499 sets up screen 2
 500-599 sets up screen 3
 600-699 sets up screen 4
 700-739 sets up challenging stage screen

1000-1999 main loop
 1145-1217 bounce routine
 2000-2050 fall routine
 2100 loose life, check if any lives left
 3000-3499 subroutine for screen 1
 3500-3999 end of screen routine
 4000-4999 subroutine for screen 2
 5000-5999 subroutine for screen 3
 6000-6999 subroutine for screen 4
 7000-7499 subroutine for challenge stage
 7500-7520 extra life bonus points
 8000-8030 end of game routine
 9000-9020 announces challenging stage

Hints for conversion

- 1) beep, flash, bright, over, border, ink and paper are all on the Spectrum, for other machines either omit or replace
- 2) lines 11-14 POKE machine code into memory, either omit or replace them
- 3) graphics would have to be changed (capital letters in between quotation marks, which are not part of a sentence are LDG's)
- 4) ATTR would have to be replaced with other ways of reading locations on the screen
- 5) RANDOMISE USR 35000 calls a machine code sound effect, either omit or replace
- 6) INKEY\$ reads the keyboard. This could be replaced with other keyboard scans (e.g. GET\$)
- 7) any PLOT, DRAW statements will have to be changed with other line drawing commands (e.g. MOVE)



```

1 CLEAR 34999: PAPER 1: BORDER 1: INK 6: CLS : RAN
DOMIZE : FOR n=0 TO 30: BEEP .01,n: BEEP .005,n-1: NEXT n
2 PRINT AT 1,13;" COILY ": INK 7: PLOT 104,159: DRAW 57,0: DRAW 0,9: DRAW -57
,0: DRAW 0,-9
3 PRINT : PRINT " HELP COILY GET TO THE TOP OF "" EACH SCREEN.THERE ARE F
OUR"" SCREENS AND AFTER THESE THERE"" IS A CHALLENGE STAGE WHERE"" YOU
MUST REACH THE T IN THE"
4 PRINT "" TIME ALLOWED.VARIOUS OBJECTS"" CAN BE EATEN FOR BONUS POINTS."
"" AN EXTRA LIFE IS AWARDED FOR"" COMPLETING A LAP."
5 PRINT "" USE 1 FOR LEFT 0 FOR RIGHT "
6 PRINT #1;" PRESS ANY KEY TO START "
7 DEF FN a(n)=(CODE a$(n)-46 AND CODE a$(n)<58)+(CODE a$(n) 55 AND CODE a$(n)
>64)
12 LET a$="F31110D0260A3A485C1F1F1FOEFEEEE10ED794310FE2520F41C1520E8FBC9"
13 FOR j=1 TO LEN a$ STEP 2
14 POKE 35000+j/2,16*FN a(j)+FN a(j+1): NEXT j
50 RESTORE 70: FOR a=144 TO 163: FOR n=0 TO 7: READ b: POKE USR CHR$ a+n,b: NE
XT n: NEXT a
70 DATA 60,90,126,60,4,66,60,4,66,60,4,66,60,4,66,60
71 DATA 255,255,255,187,17,0,0,0,252,254,255,187,17,0,0,0,63,127,255,187,17,0,
0,0
72 DATA 24,60,126,255,255,90,24,24,60,94,191,191,255,255,126,60
73 DATA 255,255,24,36,66,129,255,255,60,126,231,195,195,231,126,60
74 DATA 0,0,127,255,191,193,127,0,63,127,255,255,254,254,124,56,255,255,255,25
5,254,254,124,56,248,252,254,254,254,254,124,56,16,40,84,40,80,116,60,24
75 DATA 255,8,8,8,255,128,128,128,60,110,94,223,223,94,94,255
76 DATA 255,0,255,255,15,0,0,0,240,0,254,254,14,0,0,0,15,0,127,127,15,0,0,0
77 DATA 36,122,249,126,126,159,94,36
100 PAUSE 0: BEEP .5,10: PAPER 0: BORDER 0: INK 3: CLS
200 GO TO 740
301 LET a=15: LET j=20: LET x=1: LET y=INT (RND*31): PRINT AT 21,0: INK 4;"CCCC

```


PROGRAM

```
CCCCCCCCCCCCCCCCCCCCCCCCCCCCCCCC
302 PRINT AT 20,0; INK 4; "CCCC"; AT 18,20; "ECCCD"; AT 20,26; "ECCCC"; AT 19,30; "EC
"; AT 17,16; "ECCCD"; AT 17,10; "ECD"
303 PRINT AT 17,0; INK 4; "CCCCCCCC"; AT 18,6; "ED"; AT 15,0; "CCCCCD"; AT 13,7; "ECCC
CD"; AT 14,17; "ECCD"
304 PRINT AT 14,22; INK 4; "ED"; AT 13,26; "ED"; AT 12,30; "EC"; AT 14,26; " "; AT 13,
30; " "
305 PRINT AT 11,31; INK 4; "E"; AT 9,23; "ECCCCD"; AT 9,16; "ECCD"; AT 8,13; "ECCCD"; A
T 9,12; "ED"; AT 8,6; "ECCD"; AT 9,4; "ECD"
306 PRINT AT 10,2; INK 4; "ECD"; AT 9,0; "CCD"; AT 8,0; "CD"; AT 7,0; "D"; AT 5,3; "ECCC
D"; AT 5,11; "ECCCCD"
307 PRINT AT 5,18; INK 4; "ED"; AT 5,23; "ECCCCD"; AT 4,31; "E"
308 PRINT AT 19,29; INK 6; "F"; AT 4,15; "F"; AT 8,26; "F"; AT 12,10; "F"
399 RETURN
400 LET x=31; LET y=INT (RND*18)+1; LET a=9; LET j=20; PRINT AT 21,0; INK 5; "HH
HHHHHHHHHHHHHHHHHHHHHHHHHHHHHHHHHHHH"
401 PRINT AT 19,0; INK 5; "HHHHHHH"; AT 17,0; "HHHH"; AT 16,7; "HHHHH"; AT 17,11; "HHH
HHHH"; AT 19,11; "HH"; AT 18,22; "HHHHH"
402 PRINT AT 16,29; INK 5; "HH"; AT 15,30; "HH"; AT 20,16; "HHHH"; AT 13,24; "HHHH"; AT
13,17; "HHHH"
403 PRINT AT 12,10; INK 5; "HHHH"; AT 12,2; "HHHHH"; AT 10,0; "HHH"; AT 8,0; "H"; AT 8,
4; "HHHHH"; AT 8,12; "HHHHH"; AT 8,21; "HH"; AT 8,26; "HHHH"; AT 6,30; "HH"
404 PRINT AT 5,27; INK 5; "HH"; AT 5,22; "H"; AT 3,19; "H"; AT 5,15; "HH"; AT 5,13; "H";
AT 5,6; "HHH"; AT 5,0; "HHH"; AT 4,0; "H"
405 PRINT AT 4,15; INK 2; "I"; AT 11,4; "I"; AT 16,16; "I"; AT 12,26; "I"
499 RETURN
500 LET y=10; LET a=5; LET j=20; LET z=0; PRINT AT 21,0; INK 6; "LLLLLLLLLLLLLLLL
LLLLLLLLLLLLLLLLLLLL"
501 PRINT AT 20,19; INK 6; "KLLLLLLLLLLLLLL"; AT 18,27; "KLLLL"; AT 16,28; "KLLL"; AT 1
7,10; "KLLLM"
502 PRINT AT 17,0; INK 6; "LLLLLLM"; AT 16,1; "KLLM"; AT 14,2; "KM"; AT 13,7; "KLLLEM"
; AT 12,15; "KLM"; AT 11,21; "KLLLM"; AT 11,29; "KLL"
503 PRINT AT 9,30; INK 6; "KL"; AT 7,24; "KLLLM"; AT 6,20; "KM"; AT 6,13; "KM"; AT 5,3;
"KLLLM"; AT 4,0; "LM"
504 PRINT AT 15,30; INK 2; "N"; AT 13,2; "N"; AT 10,22; "N"; AT 4,5; "N"
599 RETURN
600 LET x=-1; LET a=15; LET j=20; PRINT AT 21,0; INK 7; PAPER 1; "OOOOOOOOOOOOOOOO
OOOOOOOOOOOOOOOOOOOOOO"
601 PRINT AT 19,0; INK 7; PAPER 1; "OOOOOOOO"; AT 18,0; "OOOO"; AT 16,6; "OOO"; AT 16
,13; "O"; AT 15,17; "OOOO"; AT 15,29; "OOO"; AT 13,31; "O"
602 PRINT AT 11,25; INK 7; PAPER 1; "OOOO"; AT 12,2; "OO"; AT 11,19; "OOO"; AT 11,12;
"OOOO"; AT 11,8; "O"; AT 11,5; "O"; AT 10,0; "OO"; AT 9,0; "O"; AT 7,3; "OOOO"
603 PRINT AT 6,15; INK 7; PAPER 1; "OO"; AT 4,20; "O"; AT 5,24; "O"; AT 4,28; "OOOO"
604 PRINT AT 17,2; INK 5; "P"; AT 10,26; "P"; AT 6,4; "P"; AT 5,16; "P"
699 RETURN
700 LET x=100; LET a=9; LET j=20; PRINT AT 21,0; INK 7; "QQQQQQQQQQQQQQQQQQQQQQQQQQQQ
QQQQQQQQQQ"; AT 19,0; "QQQQQQQR"; AT 19,20; "SQQQQQQQQQQQQQ"; AT 17,0; "QQQQR"; AT 17,25; "S
QQQQQQ"; AT 15,7; "SQQR"; AT 15,14; "SQQQQR"; AT 14,23; "SQQQQQQQQQ"
701 PRINT AT 12,27; INK 7; "SQQQ"; AT 11,0; "SQQQR"; AT 10,10; "SQQQQQR"; AT 9,0; "Q
QQQQQQR"; AT 13,0; "QQQR"
702 PRINT AT 7,0; INK 7; "QQQR"; AT 5,5; "SQQQQR"; AT 4,14; "QR"; AT 4,20; "SQQQQR"; A
T 4,29; "SR"; AT 7,27; "SQQQQ"; AT 4,0; "QQR"
710 PRINT AT 3,30; INK 2; FLASH 1; "T"
720 PRINT AT 1,0; "TIME:99"
739 RETURN
740 LET wa=3; LET sc=0; LET li=3
750 LET b=1; LET p=1
800 PRINT AT 0,1; "SCORE:          LIVES:   SHEET:   "
810 PRINT AT 0,7; INK 6; BRIGHT 1; sc; AT 0,20; li; AT 0,29; wa-2
900 GO SUB wa*100
1000 GO SUB wa*1000
1090 IF ATTR (j,a-1)<>3 OR ATTR (j-1,a-1)<>3 THEN GO TO 1101
1100 IF INKEY$="1" AND a>0 THEN LET a=a-1; PRINT AT j,a+1; " "; AT j-1,a+1; " "
1105 IF ATTR (j,a+1)<>3 OR ATTR (j-1,a+1)<>3 THEN GO TO 1111
1110 IF INKEY$="0" AND a<31 THEN LET a=a+1; PRINT AT j,a-1; " "; AT j-1,a-1; " "
1145 GO TO 1145+p
1147 LET j=j-1; PRINT AT j+1,a; " ": LET p=p+1; GO TO 1160
1149 LET j=j+1; PRINT AT j-2,a; " ": LET p=p+1; GO TO 1160
```


SPECTRUM PROGRAM

```

1150 IF ATTR (j+1,a)=3 THEN GO SUB 2000
1170 IF ATTR (j-1,a)<>3 THEN LET j=j+1: LET p=3: BEEP .001,20
1180 IF ATTR (j,a)<>3 THEN LET j=j-1: LET p=1
1215 PRINT AT j,a;"B";AT j-1,a;"A"
1217 IF ATTR (j+1,a)<>3 THEN LET p=1: BEEP .001,30
1300 IF j=1 THEN GO TO 3500
1999 GO TO 1000
2000 LET j=j+1: LET b=b+1: PRINT AT j,a;"B";AT j-1,a;"A";AT j-2,a;" "
2010 IF ATTR (j+1,a)<>3 THEN LET p=1: LET b=1: GO TO 1161
2020 IF ATTR (j+1,a)=3 AND b=4 THEN GO TO 2030
2025 RETURN
2030 LET j=j+1: PRINT AT j,a;"B";AT j-1,a;"A";AT j-2,a;" "
2040 IF ATTR (j+1,a)<>3 THEN PRINT AT j,a;"A";AT j-1,a;" ": BEEP .1,0: GO TO 2100
2050 GO TO 2030
2100 LET li=li-1: IF li=0 THEN GO TO 8000
2110 CLS : GO TO 750
3000 IF ATTR (j+1,a)=6 THEN BEEP .001,40: LET sc=sc+10: PRINT AT 0,7; INK 7;sc:
PRINT AT j+1,a;" "
3051 LET x=x+2: IF ATTR (x-2,y)<>4 THEN PRINT AT x-2,y;" "
3055 IF x>=20 THEN LET x=1: LET y=INT (RND*31)
3060 IF ATTR (x,y)<>4 THEN PRINT AT x,y; INK 5;"G"
3070 IF x=j AND y=a OR x=j-1 AND y=a THEN GO TO 2040
3499 RETURN
3500 POKE 35006,6: FOR n=0 TO 5: RANDOMIZE USR 35000: NEXT n
3510 LET wa=wa+1: IF wa=7 THEN GO SUB 9000
3520 LET sc=sc+200
3999 CLS : GO TO 800
4000 IF ATTR (j+1,a)=2 THEN BEEP .001,40: LET sc=sc+10: PRINT AT 0,7; INK 7;sc:
PRINT AT j+1,a;" "
4010 LET x=x-1: IF ATTR (y,x)=5 THEN PRINT AT y,x+1;" ": LET x=31: LET y=INT (R
ND*18)+1: RETURN
4020 PRINT AT y,x; INK 6;"J";AT y,x+1; INK 3;" "
4030 IF x=0 THEN PRINT AT y,x;" ": LET x=31: LET y=INT (RND*18)+1
4040 IF y=j AND x=a OR y=j-1 AND x=a THEN GO TO 2040
4999 RETURN
5000 IF ATTR (j+1,a)=2 THEN BEEP .001,40: LET sc=sc+10: PRINT AT 0,7; INK 7;sc:
PRINT AT j+1,a;" "
5010 PRINT AT 16,18+x; INK 3;" "; INK 6;"KLM"; INK 3;" ";AT 6,11+x;" "; INK 6;"K
M"; INK 3;" "
5020 GO TO 5030+y
5030 LET x=x+1: IF x=3 THEN LET y=10
5031 GO TO 5050
5040 LET x=x-1: IF x=-1 THEN LET y=0
5999 RETURN
6000 IF ATTR (j+1,a)=5 THEN BEEP .001,40: LET sc=sc+10: PRINT AT 0,7; INK 7;sc:
PRINT AT j+1,a;" "
6010 LET x=x+1
6020 GO TO 6030+x
6031 PRINT AT 16,25; INK 7; PAPER 1;"000";AT 6,10;"00": GO TO 6040
6033 PRINT AT 16,25; INK 3;" ";AT 6,10;" ": IF x=3 THEN LET x=-1
6999 RETURN
7000 IF ATTR (j+1,a)=100 THEN FOR n=0 TO 6: POKE 35006,5+(n*2): RANDOMIZE USR 3
5000: NEXT n: GO TO 7500
7010 LET x=x+1: PRINT AT 1,5; INK 4;x;" ": IF x=0 THEN BEEP 1,-10: GO TO 7520
7499 RETURN
7500 LET sc=sc+500: PRINT AT 0,7; INK 7;sc
7501 LET li=li+1: PRINT AT 0,20; INK 7;sc
7510 PRINT AT 10,9;"BONUS-500 POINTS": BEEP 1,10: BEEP .1,40
7520 LET wa=3: CLS : GO TO 800
8000 PRINT AT 10,10;" GAME OVER ": POKE 35006,50: RANDOMIZE USR 35000
8010 PRINT AT 21,0;" PRESS Y TO REPLAY OR N TO STOP "
8020 IF INKEY$="y" THEN CLS : GO TO 740
8021 IF INKEY$="n" THEN STOP
8030 GO TO 8020
9000 PRINT AT 10,7;"CHALLENGING STAGE": POKE 35025,29: RANDOMIZE USR 35000
9010 PRINT ""GET TO THE T IN THE TIME ALLOWED"
9020 FOR n=0 TO 200: NEXT n: RETURN

```


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Rebalance this sh

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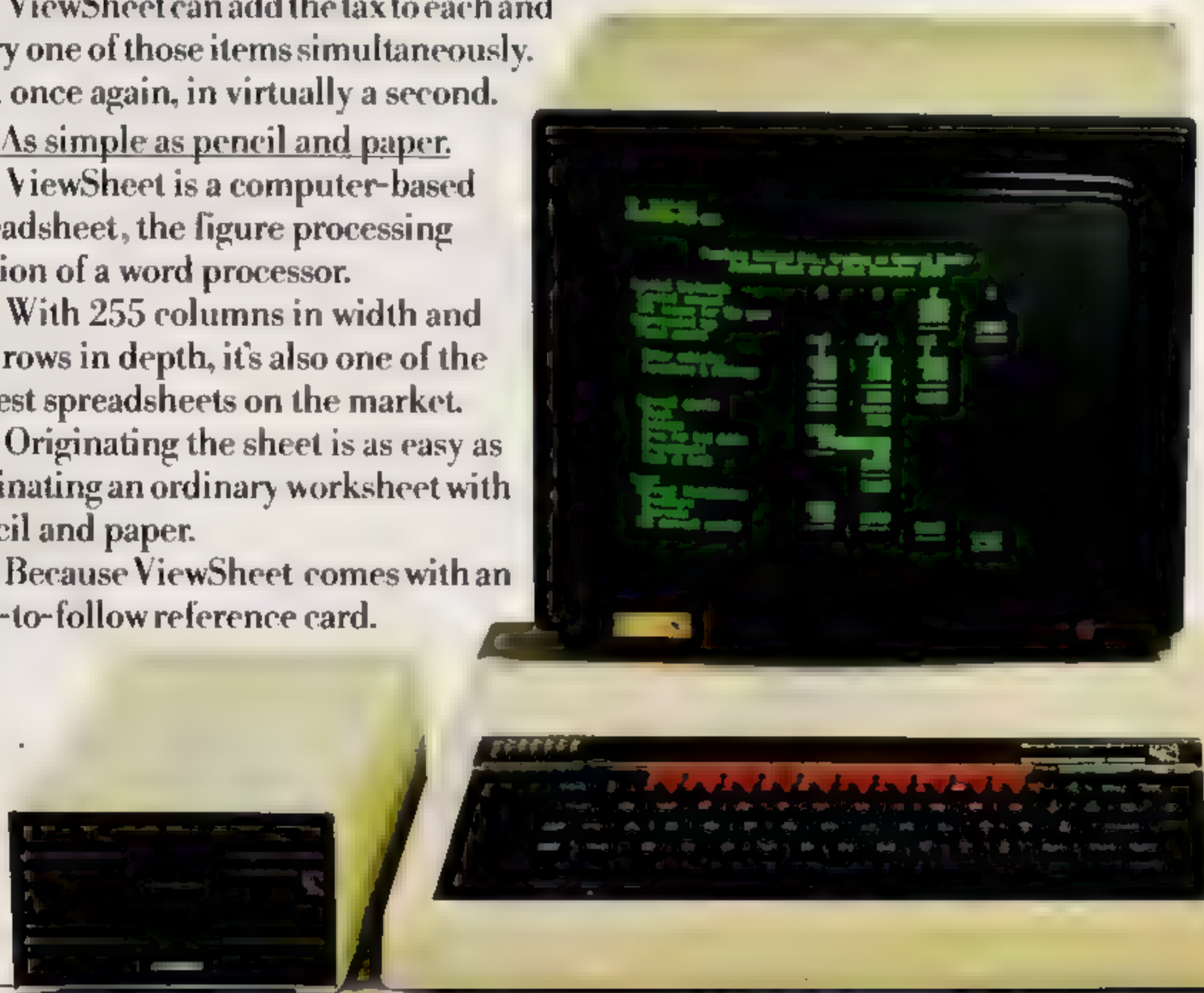
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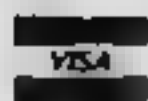
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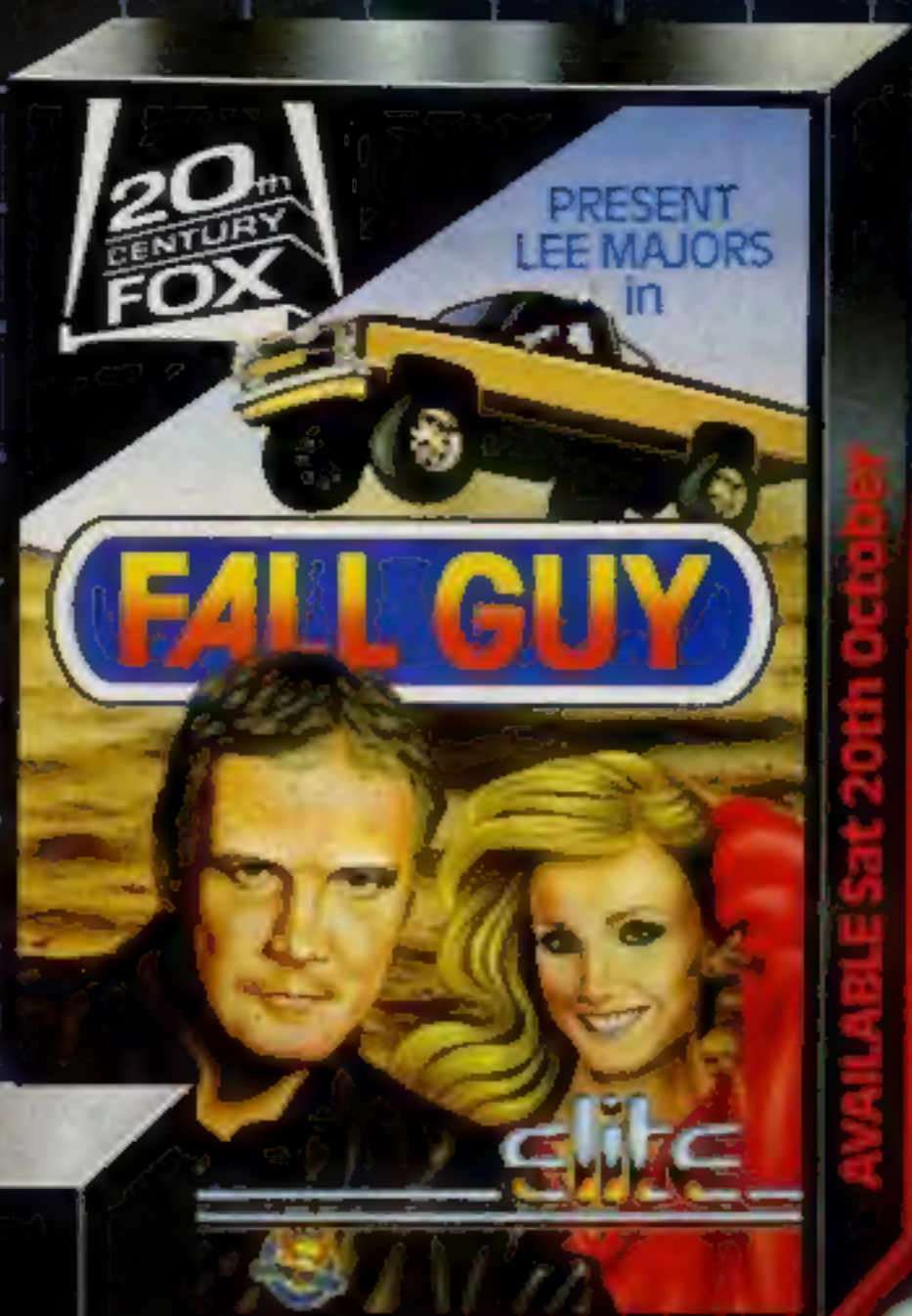
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